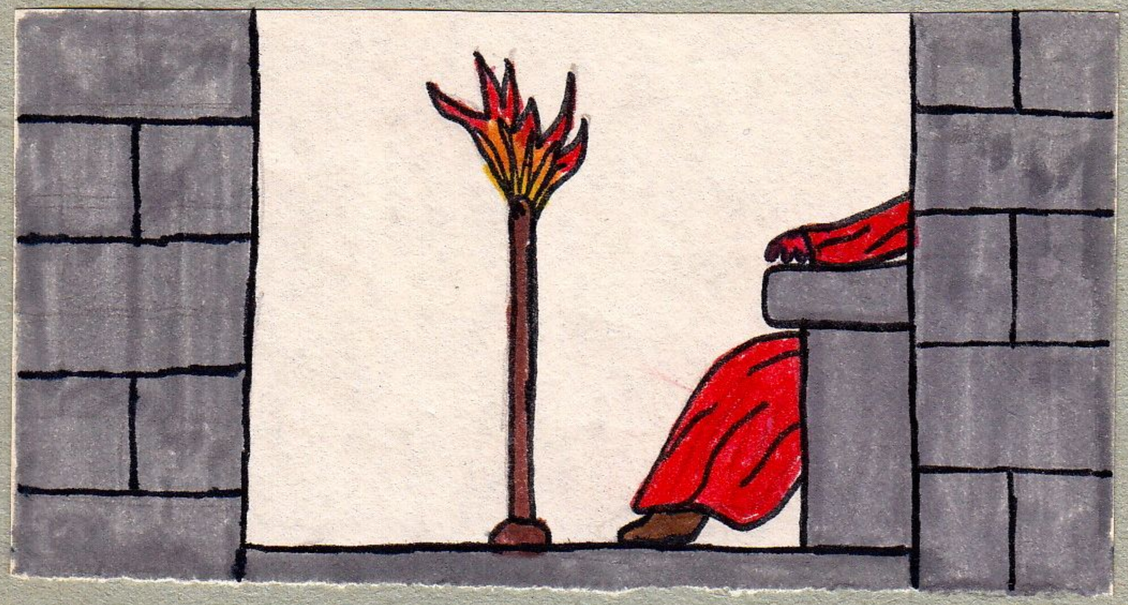
BASIC

Mini Module M2

"THE PRIEST OF EVIL"

by

Mike Walters



This Module is exactly what you need when you want to play a game of D and D in a very short time.

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Mini Module M1

"The Priest of Evil"

Playing Time: Up to 2 hours

For use with one player and Dungeon Master only.

DM Notes

① Mini Modules are played exactly as regular modules except there are no wandering monsters.

② Characters will not turn evil if they have a constitution of 13 or above.

③ NPC's will always try to lure characters into evil before attacking.

Background

100 years ago the evil god Set created a group of followers and placed them on a mountain top in a large chapel. There they practiced the ways of set and grew in numbers and power. During that time they gained courage, and at this time are making regular visits to your village, recruiting people to evil. You see the unknown danger of these followers, and decide to go the chapel and stop the reign of evil.

Start

You have journeyed far from your village and are on top of a great mountain where the chapel exists. You head toward the door and stop. Should you enter?

The Chapel

Room A – These are 2 double doors that are the entrance to the chapel. No one will meet characters at the door.

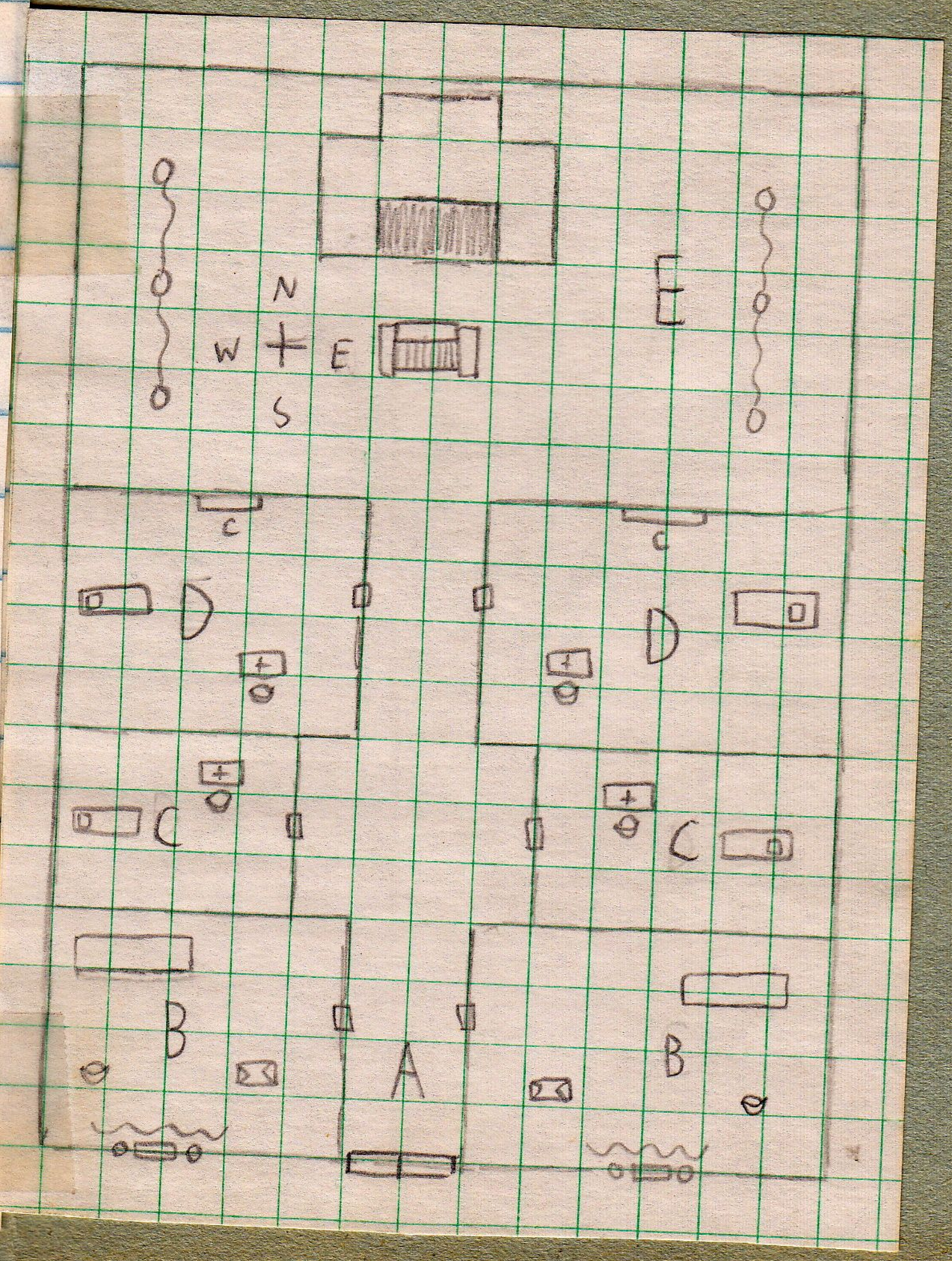
Rooms B – These are twin sacraficing rooms, They have a window in them, are 40 feet N-S and 60 feet W-E and contain a table, chair, and a chest which

contains a sacred sword used for sacraficing.

Rooms C- These are twin Acolyte chambers and in each one which is 50 fee W-E and 30 feet N-S are a bed and a table and chair. In each of them is a first-level cleric and they have 5 and 3 hit points.

Rooms D- These are twin Adept chamberrs and in each one which is 40 feet N-S and 60 feet W-E are a bed, a table and chair, and a closet full of clothes. In each of them there is a second level cleric with 8 and 9 hit points

Room E- This is the main room of the chapel where the high priest, second under Set, has his throne and conducts services. It is 70 feet N-S and 130 feet W-E. On each side there are pilars with curtains and in the front of the room is the throne which is in front of a huge altar. The priest has 16 hit points. Hidden in the altar is 100 gold pieces.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